

BeatTrekkers 2 Description

With the launch of the new BeatTrekkers series, we want to ramp up the experience and introduce new features to the benefit of both community and artists.

A major transformation comes in the form of the battle format which will now have 2 teams of 2 DJs compete against each other. We'll be using the tag-team mechanics, giving each DJ a chance to give a proper beat response to the other team's set.

There are also major changes when it comes to prizes. For example, the grand prize of the competition will be the rights over a DCL parcel, for 1 year, for the winning team, where MetaTrekkers will develop a "nightclub" according to the winners' specifications. Also a cash prize of \$800 in MANA and a Venice Music full-time membership. This means MetaTrekkers will supply the design and DCL implementation of the nightclub, and all the necessary technical support related to streaming, building and deployment. With their own club set up in the metaverse, the DJs will be entitled to 100% of the revenue generated by the parcel, all its activities and merchandise (virtual and/or physical).

The 2nd prize consists of \$600 in MANA/ETH, and the team's own wearable and emote. MetaTrekkers will supply the development, design and deployment of each piece of merchandise. 100% of the revenue generated through the sale of the wearable and emote will be transferred to the 2nd place winning team.

The 3rd prize consists of \$300 in MANA/ETH and the team's own wearable. MetaTrekkers will supply the development, design and deployment of each piece of merchandise. 100% of the revenue generated through the sale of the wearable will be transferred to the 3rd place winning team.

For the wearables and emote developed for the 2nd and 3rd place winners, MetaTrekkers and BeatTrekkers will use their full communication assets to promote the merchandise.

The winning set of each battle will be recorded, minted and promoted on the MetaTrekkers, BeatTrekkers and Decentraland social media channels. It will also be available for listening and purchase, and 100% of revenue goes to the respective winning DJ team.

After the final battle's completion, BeatTrekkers will organize BeatFest, a metaverse music festival with token-gated access for the community outside MetaTrekkers, BeatTrekkers and Decentraland. At this concert, all the participating teams will perform, with the finalists (2nd & 3rd places) and winning team headlining the event.

To introduce a new concept of concert, BeatTrekkers will organize the festival as one single performance, where all the participating DJs will be on stage at the same time, performing in order of placement in the BeatTrekkers competition. Each DJ will be able to perform a 5 minutes set (or 10 minutes per team), thus creating one unified song. The track will be recorded and

minted, made available on Spotify and used for promoting Decentraland and its community. All proceeds originating from the use of this song will be distributed 80% between the artists and 20% used to achieve self sustainability for the BeatTrekkers platform.

In regard to the BeatTrekkers 2 battle schedule and structure, we'll register 12 teams at the start of the competition and have them compete in a qualifying round of 6 battles, a 3 battle semifinal and one big final battle.

All the participating artists, will each receive a prize of \$100 in MANA, a MetaTrekkers NFT and a Beattrekkers NFT certificate

Rules

For the qualification round and semifinals, each team will have to perform 2 (non-consecutive) sets of 15 minutes. The purpose of this is to give each DJ the opportunity to "respond" to their opponent's set/performance.

The final battle will contain 2 (non-consecutive) sets of 20 minutes for each DJ.

Each battle of the BeatTrekkers sessions will be hosted by an MC, with 10 minutes allocated for engaging and hyping the audience.

Each DJ set will be backed by visuals (provided by the DJs) playing on the giant screen at the MetaTrekkers Club. In case the DJs don't have their own visuals, we can provide MetaTrekkers NFT branded visuals, created to work with any style of music.

The audience will decide the winner of each battle through a voting round at the end of each individual event, and the results will be announced by the MC.

The prizes (except the grand prize) will be "handed" out at the end of each battle, following the MC's results announcement.

During the events/battles, the audience will be able to support their fav DJ team through tipping and/or purchasing their wearable(s) & NFT music (when available).

For each battle event MetaTrekkers prefers to offer a live experience to the community, so it's highly encouraged that the DJs perform live. However, if the DJs, due to technical or connectivity issues, aren't able to deliver a live performance, we ask that they provide a pre-recorded performance, edited to fit the structure of the battle (2 X 15 minutes increments per battle and 2 X 20 minutes increments for the final)